

Nintendo
GAME BOY[®]



DMG-ASBE-USA

TETRIS BLAST[™]

INSTRUCTION BOOKLET

EmuMovies

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality™



This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

TM AND © ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
 © 1996 NINTENDO OF AMERICA INC.
 *© 1995, 1996 B.P.S. LICENSED TO NINTENDO.
 © 1987 ELORG. © 1989 NINTENDO. ALL RIGHTS RESERVED.
 TETRIS BLAST IS A TRADEMARK OF ELORG.
 TETRIS CONCEPT BY ALEXEY PAJITNOV.
 TETRIS BLAST CONCEPT BY APE

Contents Page

Controls	2
Getting Started	4
Rules	4
Contest Mode	7
Training Mode	9
Fight Mode	11
Introduction to Enemy Characters	13
Bomb Explosion Chart	16
2 Players	17

Thank you for selecting the TETRIS BLAST™* Game Pak for the Nintendo® Game Boy® system.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

Controls

Names and Functions of Parts

How to Use the Control Pad

- ◀ Moves blocks to the left
- ▶ Moves blocks to the right
- ▼ Makes the blocks fall down faster

A Button Block rotates 90 degrees clockwise each time the button is pressed. Chooses selected option in Menu Screen.

B Button Block rotates 90 degrees counter-clockwise each time the button is pressed. Cancels selected option in Menu Screen.



START

Chooses selected option in menu screen. Pauses the game during play (press again to un-pause the game). If you press the B Button while the game is paused, a menu screen appears which gives you the option of quitting the current game.

SELECT

Moves the cursor in the menu screen. If you press SELECT while the game is paused, you can cycle through the various music tracks, as well as turn the music off.

During game play, if you press the A, B, SELECT and START buttons at the same time, the game will reset and return to the title screen.

About Super Game Boy®

Tetris Blast is compatible with the Super GAME BOY. If you use Tetris Blast with the Super GAME BOY and Super Nintendo Entertainment System®, you can enjoy the enhanced sound and graphics provided by the Super GAME BOY.



Getting Started

Insert the Game Pak into the GAME BOY, label facing outward, and turn the power ON. The title screen should appear.

If you select 1 Player, a new screen should appear showing the options CONTEST, TRAINING and FIGHT. If you select 2 Players, the VS menu screen appears.

Select 1 or 2 Player mode by placing the cursor in front of either and pressing the A Button. 2 Player mode cannot be selected unless your GAME BOY is connected to another GAME BOY with a GAME BOY Game Link® cable. See details on page 19.

Rules - How to Erase Blocks

The objective in Tetris Blast is to eliminate all the blocks on the screen. Arrange falling blocks to make complete horizontal lines. If a bomb block is in that completed horizontal line, the bomb will explode and eliminate surrounding blocks.



1. If one bomb block is in the horizontal line, all three blocks next to the bomb block (left and right) will explode and disappear.



2. If there is more than one bomb in the horizontal line, each bomb will eliminate three blocks to its immediate left and right.



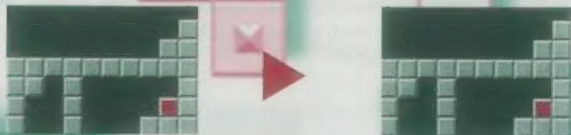
3. If two or more horizontal lines are completed at the same time, then each bomb will explode and eliminate three blocks to the left and right, as well as one row above and below.



4. If four bombs are combined to make a square, then they will turn into a mega bomb. If a mega bomb explodes, it will eliminate all blocks within a four block radius of the bomb - meaning four blocks to the left and right, as well as up and down, and everything in between.



5. If you complete a horizontal line that does not have a bomb in it, there is no explosion, so none of the blocks will disappear.



Contest Mode

Objective

In this mode, there are 100 random blocks which will fall down. Try to eliminate all of the existing blocks on the screen using as few of the falling blocks as possible.

How to Play Contest Mode

In the menu screen, select **CONTEST** by using the control pad and pressing the A Button. If you are playing the game for the first time, or want to start from the beginning, select **NEW GAME**. You can begin on any of the first three stages, select the stage by pressing left and right on the + Control Pad.

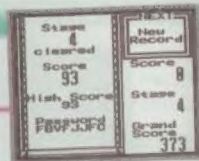
If you want to continue a previous game, select **CONTEST** then **PASSWORD**. Once in the **PASSWORD** screen, enter the password by pressing left and right on the + Control Pad, and pressing the A Button to select the underlined letter.



Game Play Screen

Stage Clear

When you clear the stage, the number of remaining falling pieces are added to the Grand Score, and the password will be displayed.



Game Over

The game will end if you cannot eliminate all the blocks on the play field before the 100 pieces come down, or if the blocks fill-up the play field. If you want to continue, put the cursor on YES and press the A Button. If you want to quit, put the cursor on NO and press the A Button.



Training Mode

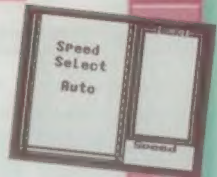
Objective

This is a practice mode that allows you to familiarize yourself with the game. This mode cannot be finished. The pieces will continue to fall until the play field is full of blocks.



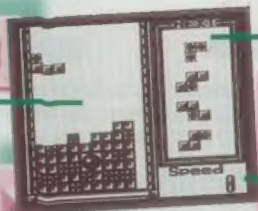
How to Play Training Mode

In the Menu Screen, select TRAINING by using the control pad and pressing the A Button. The words SPEED SELECT will appear. You can select AUTO, or a speed between 0 and 9. Choose a speed by pressing left and right on the + Control Pad. If you select AUTO, the speed of the pieces falling will gradually increase as the game goes on. If you select a specific speed, say 2, the pieces will fall at that particular speed for the entire game.



Screen Layout

Play field



Next Piece

Speed

Game Play Screen

Game Over

The game will end if the blocks fill-up the play field. If you want to continue, put the cursor on YES and press the A Button. If you want to quit, put the cursor on NO and press the A Button.



Fight Mode

Objective

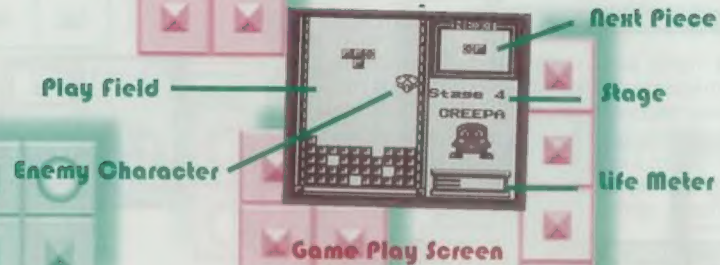
In this mode, each stage has a different character with a bothersome trait. These characters will move around the play field and try to prevent you from clearing the screen of blocks. You can damage the character by either hitting it with the explosion of a bomb or by dropping a block on its head. When the life meter reaches 0, you win.

How to Play Fight Mode

In the menu screen, select FIGHT MODE by using the + Control Pad and pressing the A Button. A level selection screen will appear. Select one of the three levels. Select the level using the + Control Pad, then press the A Button. To return to the title screen, press the B Button.



Screen Layout



Game Over

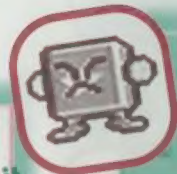
The game will end if the blocks fill-up the play field. If you want to continue, put the cursor on YES and press the A Button. If you want to quit, put the cursor on NO and press the A Button.



Introduction to Enemy Characters

Cubit

Wanders around the play field.



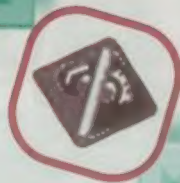
Gloop

If he touches a piece as it is falling, it will immediately fall to the bottom of the screen.



Snaptor

Eats bombs.



Creepa

Randomly makes blocks on the play field.

**Squidly**

Randomly adds entire rows of blocks.

**Dug Grub**

Loves to eat mega bombs.

**Shadow**

Randomly adds entire rows of blocks as well as use his "freeze attack."

**B-Boy**

Moves very quickly and will randomly add entire rows of blocks. Also has a "Bomb Attack."



Bomb Explosion Chart (single bomb)

Lines	Up/Down	Left/Right	Score	Lines	Up/Down	Left/Right	Score
1	0	3	0	10	7	7	400
2	1	3	0	11	7	7	500
3	2	3	2	12	7	7	600
4	3	3	4	13	7	7	700
5	4	4	10	14	7	7	800
6	5	5	40	15	7	7	900
7	5	5	100	16	7	7	999
8	6	6	200	17	7	7	999
9	6	6	300	-	-	-	-

2 PLAYERS

Objective

In this mode, players compete against one another. The first player to clear their screen of blocks wins. If a player's screen fills-up with blocks, they automatically lose. The first player to win three games wins the match.

How to Play 2 Player Mode

In the title screen, select 2 PLAYER by using the control pad and pressing the A Button. On the speed selection screen, select a speed (0 through 9) by pressing up and down on the + Control Pad, and select a stage (1 through 25) by pressing left and right on the + Control Pad. Choosing "RANDOM" will result in the random selection of a stage. Press the A Button when you are finished with all of your selections.

VS Rule

In this mode, you can add lines to your opponent's screen by eliminating blocks on yours. This technique is called "Rising." The number of rows you add to your opponent's screen depends on how many individual blocks you eliminate on your screen. For every 10 blocks you eliminate on your screen, you add a row of blocks to your opponent's screen. For example, if you eliminate 35 blocks, 3 rows of blocks will be added to your opponent's screen.

Game Over

- 18** If your play field fills-up with blocks, or your opponent clears their screen before you, you lose. If you lose three times, the game is over. If you want to continue, put the cursor on YES and press the A Button. If you want to quit, put the cursor on NO and press the A Button.

How to Select 2 PLAYERS

You must have the following items to play 2 PLAYER mode.

- 2 GAME BOY systems
- 2 Tetris Blast Game Paks
- 1 GAME BOY Game Link cable

Insert a Tetris Blast Game Pak into each GAME BOY (make sure the label is facing outward), and connect the GAME BOY systems with the GAME BOY Game Link cable. Turn the power switch ON.

CAUTION: If some of the above mentioned instructions are not followed, the game will not function properly. Do not pull or re-insert the GAME BOY Game Link cable during game play. If the cable disconnects by accident, turn the power switch on both GAME BOY systems OFF and redo the above instructions.

IMPORTANT:

WARNING: Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international copyright laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This Nintendo game is not designed for use with any unauthorized copying device. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact your local authorized Nintendo retailer.

The contents of this notice do not interfere with your statutory rights.

This manual and other printed matter accompanying this game are protected by domestic and international copyright laws.

The rental of this game without permission of Nintendo or its licensees is strictly prohibited.

For further information or assistance, please contact:

Nintendo Consumer Assistance Hotline
1-800-255-3700 (U.S. and Canada)
Or your local authorized Nintendo retailer.

REV-B

3-MONTH LIMITED WARRANTY (For Hardware, Game Paks, & Accessories)

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the product (hardware, game paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will repair or replace the defective product or component part, at its option, free of charge.

ADDITIONAL 3-MONTH LIMITED WARRANTY (Hardware only)

Nintendo warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for an additional three (3) months beyond the original 3-month warranty period described above. If a defect covered by this warranty occurs during this additional 3-month warranty period, Nintendo will repair the defective hardware product or component free of charge. The original purchaser is entitled to this additional 3-month limited repair warranty only if the Consumer Proof of Purchase Card (attached to the hardware packaging when sold) is returned promptly after the date of purchase to Nintendo by the original purchaser or the original purchaser's retailer.

WARRANTY SERVICE OR REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY

You may need only simple instructions to correct any problem with your product.

Call the Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 7 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 8 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone, you will be referred to the nearest NINTENDO AUTHORIZED REPAIR CenterSM or you will be offered express factory service through Nintendo. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT DEVICES, ADAPTERS, AND POWER SUPPLY DEVICES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL) OR IS MODIFIED OR TAMPERED WITH; (c) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (d) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED, OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (3 MONTHS OR 6 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this manual.

This warranty is void outside the United States.

REV-I

**NEED HELP WITH INSTALLATION, MAINTENANCE,
OR SERVICE? CALL 1-800-255-3700.**



Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

PRINTED IN JAPAN